Claims

1. A description means for contents of motion picture, said means comprising of:

(a) means for setting reference plane;

(b) means for describing each object on said motion picture by position on said reference plane and predefined type of actions; and

(c) means for describing each scene by using said means for describing each object.

2. A search means for contents of motion picture, said means comprising of:

(a) means for setting reference plane;

(b) means for describing each object on said motion picture by position on said reference plane and predefined type of

actions;

(c) means for describing each scene by using said means for describing each object; and

(d) means for searching motion picture by using said means for describing each object or said means for describing each scene.

3. A description method for motion picture, said method comprising the steps of:

(a) determining reference plane which represents information of object positions included in said motion picture;

(b) representing changes over time of each object on said reference plane as a trajectory;

(c) setting a description unit based on predefined type of actions of each object by using changes in shape of each object so as to assign actions of each object as each behavioral section; and

(d) defining each scene by plural objects.

4. A search method for motion picture, said method

comprising the steps of:

(a) setting reference plane which represents information of object positions included in said motion picture;

(b) representing changes over time of each object on said reference plane as a trajectory;

(c) setting a description unit based on predefined type of actions of each object by using changes in shape of each object so as to assign actions of each object as each behavioral section;

(d) defining each scene by plural objects; and

(e) searching a specific scene by using said actions of each object or said scene.

5. A description method for motion picture, said method comprising the steps of:

(a) determining reference plane from said motion picture;

(b) cutting a region map, an object trajectory ID, an action ID and a camera parameter from said motion picture;

(c) creating description of actions by each object from said region map, said object trajectory ID, said action ID and

said camera parameter; and

(d) creating description of scenes by using said description of actions by each object.

6. A description method for motion picture, said method comprising the steps of:

(a) determining reference plane from said motion picture;

(b) cutting a region map, an object trajectory ID, an action ID and a camera parameter from said motion picture;

(c) creating description of actions by each object from said region map, said object trajectory ID, said action ID and said camera parameter; and

(d) creating description of scenes by using said description of actions by each object.

7. A description method for motion picture, said method comprising the steps of:

(a) cutting a region map, an object trajectory ID, an action ID and a camera parameter from said motion picture;

(b) creating description of actions by each object from said

region map, said object trajectory ID, said action ID and said camera parameter; and

(c) creating description of scenes by using said description of actions by each object.

8. A computer readable storage medium which has recorded management data for searching motion picture, said management data comprising of:

(a) data of description of actions by each object defined by position on reference plane and predefined type of actions; and

(b) data of description of scenes defined by said data of description of actions.

9. A computer readable storage medium which has recorded a program, said program having a computer execute the steps of:

(a) determining reference plane which represents information of object positions included in said motion picture;

(b) representing changes over time of each object on said

reference plane as a trajectory;

(c) setting a description unit based on predefined type of actions of each object by using changes in shape of each object so as to assign actions of each object as each behavioral section; and

(d) defining each scene by plural objects.